DRAGON ECLIPSE

OFFICIAL GAME FAQ / ERRATA V1.1 (February 2025)

FAQ

Q: When do I unlock the Advancement B deck?

A: It should be unlocked after completing Scenario E or F, but the instructions are missing (in Script Z50).
If you completed either of these scenarios, you can unlock this deck by following the instructions in Z50 from errata.

Q: There is a gap in the card numbering. Am I missing some Arena and Secret cards?

A: Since the expansions/SG are developed alongside the core box campaign and the numbers of Secrets are changing, we always leave a "safety gap" in the card numeration. Below, you can find the list with the actual numeration of Secret and Arena cards for respective boxes:

Core box:
Arena cards 1-35
Secret cards 1-73

Young Luminesca:
Arena card 37

SG (Perilous Seas - PS) - included in the Gamefound version of the game:
Arena cards 50 - 56
Secret cards 81-88

Foray into the Shadow Realm:
Arena cards 42 - 47
Secret cards 100 - 117

NoMystlingLeftBehind:
Arena cards 60 - 65

Q: How should I resolve the "healing up to half health" instruction?

A: "Heals up to half (rounded down) of their max health" means that you divide that Mystling HP by 2, and heal your Mystling up to this number.
Example: Suppose a mystlings max health is 14 and their current health is 6 (they've taken 8 damage). They would heal 1 dmg to go up to 7 health which is half of their max health.

Q: How does Secret 67 work when playing solo?

A: This Secret is used for both solo and 2-player modes, hence the 2-player targeting layout. When playing solo, ignore this layout and simply resolve the instructions printed on the Secret instead of normal Enemy activation.

Q: Where can I find the alternative action cards by Karolina Margielewicz? / What is inside the additional, thinner booster?

A: It is an add-on containing alternative versions of cards. Check the back to see if this booster has the "KM" mark (it stands for Karolina Margielewicz, the artist of these art versions). You can open it and use the alternative versions when you unlock the originals during the campaign.

Q: How do Fire Barrier Action cards work with Rush and Retreats?

A: Rush/Retreat counts as Move here. Also, remember that: "When an Enemy Rushes and they are within range 1 of you, they don't move." and "When an Enemy Retreats and they are already in the farthest reachable space, they don't move." So, in those situations, the Fire Barrier effect would not apply.

Q: Exalt versions of Golomo and Y. Bolb make them weaker?

A: Exalting Mystlings always changes them into more powerful versions, though this might sometimes come with a slight cost. In the case of Golomo, it becomes tankier and gains 2 additional subtype elements (light and dark) but its token limit is reduced to 4 (instead of 5). The same rules apply to Bolb, as it receives an additional +5 ❤ (which, with its damage scaling abilities, is significant) but loses its water subtype element.

Q: Can I use additional copies of Action cards from the Untamed Arena expansion in the Core Box campaign?

A: No. They are used for the modes included in the Untamed Arena box.

Q: When choosing Young Luminesca, should I gain the "Ice" or "Ember" status?

A: No. The Young Luminesca has a Combat Quest instead.

CORE BOX – ERRATA

Below you can find any discovered issues with gameplay significance. To easily remember during play that these elements have an officially issued update, we recommend marking them in any way.

TIER CARDS

- **Young Shadeclaw**

  In "Tamed" section of the Y. Shadeclaw Quest card (153) is missing.

- **Young Iceling**

  In "Tamed" section of the Y. Iceling Quest card (123) is missing.

STAT CARD (CORE BOX)

- **Artios**

  In the Artios elemental token limit, the ◆ should not be included, as Artios does not use it in any way. This also applies to the PvP side of this stat card.

ABILITY CARD

- **Vogandr**

  Vogandr's Special Ability, *Crushing Wave*, should require 5 Floods, not 6.

ACTION CARD

- **Flaming Spear**

  Both copies of Flaming Spear have the wrong Advantage icon. The ▸ should be changed to ▸.

START HERE!

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  Booster 3: Restoration (2), Cast Weakness Aside (2), Eruption of Flames (2), Stoneskin (2), Storm (2), Curse Upon Us (1), Zephyr Speed (1).

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  29. Place all the Artifact cards (10), Item cards (23), Enemy Attack cards (24), Equipment cards (20), Tier cards (30), Corruption cards (6), Major Corruption cards (6), Secret cards (73), and Worldmap cards (17) in the tray.

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  The visualisation here is a mirror image. Below you can find the correct one.

ADVENTURE JOURNAL (CORE BOX)

- **E100**

  (...) If you don't have the "Return to Caerberg" status, go to Script Z30. Otherwise, read on:

  – Open a random Booster. Place all the cards behind the Unlocked cards divider.
  – Take all the cards behind the Advancement deck divider. Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the Unlocked cards divider. Place the rest of the cards behind the Advancement deck divider.
  – Remove all Fatigue.
  – Fully Heal your Mystlings.
  – Save the game or start another Scenario.

- **F37**

  (...) If you don't have the "Eager Tamer" part 3 or 4 status, go to Script F89. Otherwise, go to Script F43.

- **F85**

  If you don't have the "Return to Caerberg" status, go to Script Z31. Otherwise,
  - Open a random Booster. Place all the cards behind the Unlocked cards divider.
  - Take all the cards behind the Advancement deck divider Shuffle them and draw 8 cards (1 fewer for each Fatigue in your Mystling decks, to a minimum of 3). Choose 3 cards and place them behind the Unlocked cards divider. Place the rest of the cards behind the Advancement deck divider.
  - Remove all Fatigue.
  - Fully Heal your Mystlings.
  - Save the game or start another Scenario.
- **G65**

  (...)
  - Take the World Map.
  - Flip Worldmap card 07 to Explored.
  - If Worldmap card 09 is still available, gain Worldmap card 09, Unexplored side up – The eastern swamp hides answers to your many questions.
  - Slot cards as in the diagram below:

  - Open a random Booster. (...)
- **i54**

  (...)
  - Clear the Arena.
  - Place a in front of you – the portal is almost closed. A little effort can get rid of it.
  - Go to Script i61.
- **i66**

  (...)
  - Clear the Arena.
  - Place in front of you – the portal is open and pulsates with dark energy.
  - Go to Script i61.
- **Z44**

  (...) **At the end of the Test:** If a is in front of you, you may discard up to 2 of the drawn cards to draw the same amount of cards. (...)
- **Z50**

  (...)
  - Gain the "Return to Caerberg" status.
  - Discard all Elemental tokens from in front of you.
  - Open a random Booster. Place all the cards behind the Unlocked cards divider.
  - Take all Advancement cards A from behind the "Advancement deck" divider and place them behind the "Removed" divider.
  - Place all Advancement cards B from behind the "Locked" cards divider and place them behind the "Advancement deck" divider.

  (...)

SG AND ADD-ONS – ERRATA

ADVENTURE JOURNAL (FITSR ADD-ON)

- **P39**

  Wrong test outcome for value 10.
  Instead of "Go to Script P30." it should read " ⌛ . Gain the "Fae Technology" part 4 status. Gain Secret 106.
  Place an 🌀 in front of you. Continue the Exploration."

- **R4**

  Send Grim to look for food (requires Secret 104 and token A in slot I) – go to Script R110.

- **R10**

  Send Grim to look for food (requires Secret 104 and token A in slot I) – go to Script R110.

- **R21**

  Wrong test outcome for value 5. Should be: Flip the token in slot II to A. Gain 2 💥. Gain Fatigue. Continue the Exploration.

- **R74**

  – Flip the token in slot I from B to A.

STAT CARD (#NOMYSTLINGLEFTBEHIND)

- **Aquakin**

  The Aquakin stat card is missing the elemental token limit.
  It has a limit of 1 💧. This also applies to the PvP side.